LEGO ISLAND 2 CGB

LEGO ISLAND 2 FINAL CUT SCENES:

REVISED SCRIPT.02 HIGHLIGHTED IN RED
GB Character count 18 per line/2 line max then press

Comments from Crawfish in light Green
Comments from Tim Green
Comments on Comments from Wes in Violet
Revisions per comments for Crawfish and Tim in magenta by Wes

Below is included a list of every cut scene in the game in order of appearance. Also included is how the cut scene will appear visually to the player:

KEY:

IG= In-Game graphics used
AS= Animated sequence used
SS= Still screens used

CUT SCENE 1: (AS)

The cut scene will show the Brickster inside his cell. He will be holding the inside of the bars and licking his lips in anticipation of his pizza. Some text will appear at the bottom of the screen. This will say:

<Brickster> " Gimme the pizza now!"

<Brickster>
"Pass the pizza.
Pronto, Pepper"
-----(press)-----
"Try saying that
5 times fast!"

GOOD! I LIKE THIS ONE.

The scene will then change to another screen behind Pepper looking over his shoulder at the Brickster. The jail door will then swing open. The next screen will show the look of surprise on Pepper's face as the Brickster runs off towards the bank.

<Pepper>
"Hey! You didn't
pay! No way!"

GOOD! I LIKE THIS ONE.

CUT SCENE 2: (IG)

Once outside the dungeon the game will go into a cut scene. There will be a close up of Pepper; the player will be able to hear a phone ringing here. He will answer the phone and the screen will split into two, showing Nick Brick on the other end of the line. There will be some text on screen,

Nick Brick " Pepper, we need you to report back to the Police station as soon as possible, over and out. "

<Nick Brick>
"Pepper, to the
Police Station!"
----(press)-----

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"Over, Under & Out!"
GOOD! I LIKE THIS ONE.

Pepper " Roger that ".
<Pepper>
"Roger, Nick, 10:4
will do, Dude."
GOOD! I LIKE THIS ONE.
The cut scene will end here.

CUT SCENE 3: (IG)

Outside the Res-Q centre the player will meet Laura and Nick brick and the Infomaniac. They will all turn to face the player. There will be some text:

<Infomaniac> " Thank god you're here Pepper".
<Infomaniac>
"Bounce my bricks!
It's the Pepper!".
GOOD! I LIKE THIS ONE.
<Nick Brick> " He was last seen heading towards Adventurers Island, you have to get over there and warn them ".
<Nick Brick>
"Situation red!
Red hot! Hot dog!"
----(press)----
To Adventurers
Island. Warning!
GOOD! I LIKE THIS ONE.
<Laura Brick> " Bill ding has been working on a bigger boat to cross the sea, I thinks he's around here somewhere, I'm sure he will help ".
<Laura Brick>
"The Brickster's
going there but
----(press)-----
we're on duty
here, so if…"

THIS ONE DOESN'T REALLY SEEM TO MAKE ANY SENSE.
I think this is OK if the on screen animation is quick enough after the button press.
I wanted to keep Pepper as a kid and Nick and Laura as Cops meaning why wouldn't Laura or Nick go on the chase? They are cops, after all. Maybe they are on duty on the Island and can't go to another island. Isn't Pepper just a kid after-all…who takes advantage of opportunities. That was my reasoning but here's an alternative trying to follow what was originally there..
<Laura Brick>
"Bill Ding's built
some hot boats
----(press)-----
I'm sure he'll
build you one"

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Bill Ding will enter.

<Bill Ding> " You need a boat to cross the sea to get to Adventurers Island you, OK if you follow me I will take you to it ".

<Bill Ding>
" You want to go,
I'll build a boat
----(press)---
that'll float.
Follow Bill Ding
…(press)---
Hey! That's me"

GOOD! I LIKE THIS ONE.

CUT SCENE 4: (IG)

The cut scene will be view from the normal in game perspective. After Pepper has entered the Shop he will run to the far side. 3 guards will enter the Shop after him. There will be another Lego man in the shop behind the counter. He will run into a door behind the counter. The 3 guards will then surround Pepper. There will be some dialog between Pepper and the guards at this point:

<Guard1> " There he is, get him "

<Guard1>
"Halt! Cease, Stay
and finally Stop!"
GOOD! I LIKE THIS ONE.
<Pepper> " Hey, I'm the good guy "

<Pepper>
" Fine words, Sir
I'm the good guy !"
GOOD! I LIKE THIS ONE.
<Guard3> " Then why did you run away."

<Guard3>
"If that were so
you'd look like
---(press)---
Me!."
YOU SHOULDN'T HAVE TO PRESS JUST TO RECIVE ONE WORD.
I agree.
I agree but oddly enough I wrote it that way 'cause: it was a joke!!!

<Guard3>
"If that were so
you'd look like me."

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<Guard3>
"If that were so
you'd look like
---(press)---
Me!.
Made you press!"

<Guard2>
"Get him. Get him. "
GOOD! I LIKE THIS ONE.
The 3 guards will move in on Pepper and the screen will fade to Black.

CUT SCENE 5: (SS)

The cut scene will show a crashed helicopter in a jungle clearing. The cut scene will be viewed from over Peppers shoulder.

CUT SCENE 6: (AS)

After the player has defeated the Boss it will say:

<Hotep> " You will never escape this tomb alive ".
<Hotep>
" Abandon all hope.
No one escapes me."

GOOD! I LIKE THIS ONE.
A large boulder/s will fall to block of the entrance to the room so the player cannot leave. Rocks will be falling to the ground. After it has been made obvious to the player that they cannot escape one of the walls will be blown away. Through the hole Bandit and Axle from the Rock Raiders will appear. There will be some text:

<Bandit> " Are you sure this is the right way "
<Bandit>
" I hope you know
where we go"

I AM NOT SURE ABOUT THIS ONE.
Better spoken than text I agree.
Could this be one of those English to American language syntax thing?
<Bandit>
" Do you know which
way we should go?"

<Axle> " Er, I don't know. Hey who is that down there "
<Axle>
" I thought you did!
Who's down there?"

GOOD! I LIKE THIS ONE.

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<Bandit> " Quick, follow us I think the whole rooms gonna collapse ". (To Pepper).

<Bandit>
" I don't know! Oh-o
roof! It's collapsing!
---(press)------
Let's get out of
here! RUN!

THIS DOESN'T READ PROPPERLY. IT WOULD WORK IF THE CHARACTERS TALKED, BUT NOT WHEN YOU HAVE TO READ WHAT THEY SAY.
Too contracted, again it would work better spoken.
O.K. I'm not sure I understand. I'm trying, honest. I say that because
I've read a lot of comic books in my day. Maybe it's an American thing again.
But comic books that our target group reads (in the states) are familiar with this
type of text. It's comic book writing!
Here, however, is an alternate

<Bandit>
" I don't know! Look
the roof is falling"

Pepper will run toward the Rock Raiders but will get hit by a falling rock before he can reach it. Bandit will appear to drag back into the tunnel.

CUT SCENE 7: (IG)

Docs will be sitting in a chair facing a control panel. When the player enters the room he will turn to face the player. This will be some speech at this point:

<Docs> " Hello there, I'm the top brick around here. You are a very lucky young brick for us to find you like that. Feel free to look around, just don't leave the complex as it isn't very safe out there equipment has been malfunctioning all day, it's even effecting the teleporters"

<Docs>
" I'm the Doctor
Mr. M.D. Welcome.
------press-------
Look around & be
careful because
-----(press)------
all machinery may
malfunction!

I AM NOT TOO SURE ABOUT MR M.D. WELCOME.
I agree
I agree I was thinking more of Dr. Dr. Mr. MD as a funny name for someone as found in an ol' song but obviously it's not that funny. Here then is an alternate:

<Docs>
" I'm the Doctor. Do
feel free to look

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------press-------
around but be
careful because
-----(press)------
the machinery may
malfunction!

CUT SCENE 8: (IG)

All the rock raiders on the screen (apart from sparks) will be standing around Docs who will be sitting at the control panel in this room. There will be some speech between the Rock raiders:

<Docs> " I'm picking up a Lego figure signal out side the complex. Where's Sparks. "

<Docs>
" My screen shows
someone out there!
-------(press)-----
Could it be
Sparks?"

OUT WHERE?
In this instance the information "outside the complex" is important to the players next moves.
I mistakenly thought that you are either inside or outside the complex at this point in the game
<Docs>
" My screen shows
someone outside
-------(press)-----
the complex! Could
it be Sparks?"

<Pepper> " He's in the repair bay. "
<Pepper>
" I saw Sparks in the repair bay!"
GOOD! I LIKE THIS ONE.
< Jet>
" You bumped, your head?"

GOOD! I LIKE THIS ONE.

< Docs > "So who is that out there?"
<Docs>
"Then who is that
outside?"
GOOD! I LIKE THIS ONE.
<Bandit> " Lets organize a team to take a look. "

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<Bandit>
"Send out a
Search Party?"
GOOD! I LIKE THIS ONE.
<Pepper>
" Cool!
I like parties!"
GOOD! I LIKE THIS ONE.
< Docs > " I'll stay here. Jet and Bandit take Pepper and investigate "
<Docs>
"Jet, Bandit, and
Pepper
-------(press)-----
Check it out!"
GOOD! I LIKE THIS ONE.

CUT SCENE 9: (IG)

The player will find all the other Rock raiders entering the room at this point. There will be some dialog between the characters:

<Doc's> " I must have passed out, ouch my head. To restore power we must flick the switches at the same time."
<Docs>
" Both me and the
power was out.
-------(press)-----
To fix it, flick
The switches.

I AM NOT SURE ABOUT SAYING "BOTH ME AND THE POWER WAS OUT"
It sounds very bad in UK English. Can you say "were out" or "went out"?
I'll try another way. How 'bout…
<Docs>
" I passed out and
the power was out.
-------(press)-----
To fix it, flick
The switches.

Or

<Docs>
" Power was out
and so was I.
-------(press)-----
To fix it, flick
The switches.

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Doc's will crawl toward one of two switches in the room. Pepper will walk to the other switch.

<Doc's> " Ok on the count of three flick the switch."

<Docs>

"Flick a switch
with me 1,2,3"

GOOD! I LIKE THIS ONE.

Pepper and the Doc's will reactivate the lights.

< Doc's > "Were safe for now, thanks to Pepper."

<Docs>

" Aha! Safe now!
Thanks to Pepper!"

GOOD! I LIKE THIS ONE.

<Jet> "Why did they attack?"

<Jet>

" I can't figure out
why they attacked."

WHY DID WHO ATTACK. WE NEED TO STATE ABOUT THE ROCK MONSTERS.

OK

OK

<Jet>

" Why did the Rock
Monsters attack?"

<Bandit> " It was the Bricksters' fault, He made the Rock monsters angry."

<Bandit>

" Had to do be the
Brickster, I'm sure"

GOOD! I LIKE THIS ONE.

<Jet> "And he got away."

<Jet>

" True and he took
off *tout suite*!"

I AM NOT SURE KIDS WILL KNOW WHAT TOUT SUITE MEANS. I DON'T.

I am fairly happy with this, I realise some people might not get it but it doesn't hurt to stretch occasionally.
I'll erase this one but our research has shown that kids like wacky new words in small doses.

<Jet>

" True and he took
off real fast!"

<Axle> "The rock monsters also opened up some old tunnels. Perhaps the Brickster escaped through one of them."

<Axle>

" The Rock Monsters
opened some tunnels"
-----(press)------
I'll bet you he
escaped down one"

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GOOD! I LIKE THIS ONE.

<Doc's> "He is probably heading for castle Island".

<Docs>

" I'll bet you're
right and he's
-------(press)-----
heading to
Castle Island."

GOOD! I LIKE THIS ONE.

From this point on the Rock raiders headquarters will return to normal. The player will also now have access to the 3 tunnels.

CUT SCENE 10: (IG)

The player will find them self in the centre of the maze with the Princess. There will be some speech here:

<Princess> " Hello, young valiant knight, have you come to rescue me?"

<Princess>

"Brave young knight
on board of wheels,
-------(press)-----
have you come to
rescue me?

GOOD! I LIKE THIS ONE.

<Pepper> " Erm, no. But I will if you want."

<Pepper>

"Cool. A Princess!
Sure, I guess. How?"

THIS WOULD WORK IF THE CHARACTERS TALKED BUT IT DOESN'T READ THE SAME..

OK, I really like the first line.

I'm still thinking in terms of comic book reading and this would actually be appropriate.

See line previously used " Erm, no"… I want Pepper to sound like a kid at all times.

<Pepper>

"Cool. A Princess!
How can I help?"

<Princess> "What, well ok. Help me find my way to the Courtyard."

<Princess>

" We should go to
the courtyard."

I FEEL SHE SHOULD ORDER HIM TO TAKE HER TO THE COURTYARD.

OK with me

OK

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<Princess>
" Take me to
the courtyard."

Pepper will lead the Princess out of the maze and back into the Courtyard.

CUT SCENE 11: (IG)

There will be some speech between the king and Pepper:

<Pepper> " King Leo, I would like to talk with Weezil. I hear he's in your dungeon
<Pepper>
"King Leo, Sir, may I
talk to Weezil?!"

GOOD! I LIKE THIS ONE.

<King Leo> " The entrance to the dungeon is behind my throne. Go now young Pepper."
<King Leo>
"To do so would find
you in the dungeon
-----(press)------
The entrance is
behind the throne
------(press)------
Tell Weezil I
Said, "Hello."

GOOD! I LIKE THIS ONE. I LIKE YE OLD ENGLISH.

CUT SCENE 12: (IG)

When the player enters the room they will find King Leo, Queen Leonora, Princess Storm. There will be some speech here:
King Leo> " Well done Pepper, you have saved the kingdom."
<King Leo>
"Enter knight of
honor. Well done!"

GOOD! I LIKE THIS ONE.

<Queen Leonora> " You shall be rewarded for your bravery young knight."
<Queen>
"Bravery such as
yours needs reward!"

GOOD! I LIKE THIS ONE.

<King Leo> " What is it you would like?"
<King>
"What would you

have as a gift?"

GOOD! I LIKE THIS ONE.

<Pepper> " Can you tell me how to get to the Dark forest?"

<Pepper>
"Please Sire, how
do I get to the
-------(press)------
Dark forest?

GOOD! I LIKE THIS ONE.

<King Leo> " why of course, Princess storm will show you, also go to the treasure room, you may take one item to help on your quest."

<King>
"Princess Storm will
show you but first
-------(press)------
a visit to the
treasure room
------(press)------
You may take one
Treasure as a gift"

GOOD! I LIKE THIS ONE.

The player will now be able to go to the treasure room.

CUT SCENE 13: (IG)

The cut scene will begin with Pepper hiding behind a rock. He will overhear a conversation between Cedric the bull, Gilbert the bad and Weezil.

<Cedric> " How did you escape?"

<Cedric>
"How did you escape,
My Weezil?"

GOOD! I LIKE THIS ONE.

<Weezil> " They just let me go."

<Weezil>
"I just walked away.
They let me go."

GOOD! I LIKE THIS ONE.

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<Gilbert> " Are you sure you weren't followed here."

<Gilbert>

"Suspicious. Were
you followed?"

GOOD! I LIKE THIS ONE.

<Weezil> " I don't think so."

<Weezil>

"I don't know, I
don't think so."

GOOD! I LIKE THIS ONE.

<Gilbert> " Better not take any chances, Tell the Brickster to get out of here we can't let that meddlesome pizza delivery boy get in the way."

<Gilbert>

"We better be safe.
Tell the Brickster
--------(press)------
he should hide. No
Pizza boy yet!"

THEY ARE NOT SUPPOSED TO KNOW THAT PEPPER HAS FOLLOWED THEM.

Slight change to the meaning.

O.K. I was just reacting to previous script…Does this mean no line here?

<Gilbert>

"Take no chances.
Tell the Brickster
--------(press)------
to hide until the
coast is clear. "

At this point Weezil will run off the screen away from the player. He will shortly be followed be both Cedric and Gilbert.

CUT SCENE 14: (IG)

The player will walk into a tent. This is where Cedric and the Brickster are talking. There will be some speech here:

<Pepper> " Hold it right there Brickster, You're coming with me."

<Pepper>

"Freeze, Dude. Game
over for you, pal!"

TOO MANY LETTERS ON THE FIRST LINE.

OK

OK

<Pepper>

"Freeze, Dude.
Game over!"

<Brickster> " Pepper! You have to catch me first."

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<Brickster>
"Ha! No way,
Condiment boy, try
------(press)------
HA! Made you press
HAHEHEH"

WILL KIDS KNOW WHAT CONDIMENTS ARE?
Same as Tout Suite comment for me, I am happy with it.
Most definitely kids will know what the word condiment is. I know for a fact in the US they certainly do for the age group in question. I'd like to keep it because it defines the Brickster's sarcastic personality and his humor as displayed in LEGO Island 1. In fact, he called Pepper , "Condiment Boy ". Saw the kids laugh in focus tests. I will include an alternate:

<Brickster>
"Ha! No way,
Pizza boy, try
------(press)------
HA! Made you press
HAHEHEH"

At this point the Brickster will run off the screen and peeper will attempt to follow him.

<Cedric> " Where do you think your going, you gotta get passed me first, HA."

<Cedric>
"Me thinks you are
going nowhere!"

HE SHOULD MAKE IT CLEAR THAT PEPPER HAS TO GET PAST HIM FIRST IN ORDER TO PROGRESS.
OK
OK

<Cedric>
"Pass me if
you dare!"

CUT SCENE 15: (AS)

Pepper will walk on to the screen to see the Brickster inside a rocket. This will be some speech.

<Brickster> " Your too late Pepper, HA HA HA."

<Brickster>
"Ha! Just in time to
see me leave heheh"

GOOD! I LIKE THIS ONE.

After the player has read the text the Brickster will launch his rocket into space. As he is taking off Pepper will fire a pizza at the rocket. The player will have no control over this. A piece of the rocket will fall back to the ground. Pepper will then go and pick up the piece of the rocket; it is the last component Pepper needs to build the shuttle back on Lego Island.

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<Pepper> " This will be handy, it looks just like the brick Bill Ding has been looking for to complete the Shuttle. I need to get home fast. I wonder if that witch can help me ? "

<Pepper>
"Hey, wait a minute.
This could be the
--------(press)------
missing brick for
Bill Ding and the
------(press)-----
shuttle. Maybe the
witch can help."

IT WILL BE MAJISTO THE WIZARD INSTEAD OF THE WITCH.
OK with me.
OK…

<Pepper>
"Hey, wait a minute.
This could be the
--------(press)------
missing brick for
Bill Ding and the
------(press)-----
shuttle. Maybe the
wizard can help."

CUT SCENE 16: (AS)

The player will climb a ladder to get into the cockpit of the shuttle. Then there will be a rumbling sound, which will become more intense as the shuttle takes off. The cut scene will last until the shuttle has left the screen.

This will take the player to the docking bay on OGEL Island. The cut scene will finish after Pepper has landed the shuttle on the docking bay and has climbed out.

CUT SCENE 17: (IG)

The screen will consist of the Brickster and Pepper. There will be some speech between the two characters:

<Brickster> " I have underestimated your skill Pepper, it's time I dealt with you once and for all".

<Brickster>
"You're better than
I look. Let's do
--------(press)-----
it!

YOU SHOULDN'T HAVE TO PRESS IN ORDER TO GET JUST ONE WORD.
Yup!
O.K. The Brickster can kind-a piss ya off though, can't he?…This was meant as a joke…
The pressing to get one word as orchestrated by the Brickster! And his minions

<Brickster>
"You're better than

I look. Let's do it!"

<Pepper> " Come quietly and I won't get angry "

<Pepper>

"Knock it off, come
with me. You
--------(press)------
still owe me for
the pizza!"

GOOD! I LIKE THIS ONE.

<Brickster> " I think you have underestimated me, now you will pay".

<Brickster>

"I owe no one and
you're gonna pay."

GOOD! I LIKE THIS ONE.

After the player has read this the fight between the Brickster and the player will begin. The objective for the Player is to capture the Brickster. To do this the player will have to defeat him in a fight. (See boss section). The Brickster will give up after the player has defeated him. The game will go into the ENDING SEQUENCE.

ENDING SEQUENCE: (AS)

After Pepper has defeated the Brickster the screen will fade to black. The game will then cut to a screen showing the police station on Lego Island. Here the player will be able to see Nick and Laura brick, Pepper, The Infomaniac and the Brickster. There will be some speech between the characters:

<Nick> " Pepper you've done it, you have caught the Brickster."

<Nick>

"Hoorah, good buddy
I salute you!
--------(press)------
Over, Under & Out"

GOOD! I LIKE THIS ONE.

<Laura> (To the Brickster) " We have made a few modifications to the jail so you won't escape again."

<Laura>

"Brickster your new
home is ready"

GOOD! I LIKE THIS ONE.

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<Infomaniac> " Pepper, you have saved Lego Island and the whole Lego world from the Brickster. Congratulations."

<Infomaniac>
"Thank you, Pepper
Congratulations &
--------(press)------
I can't thank you
enough so I won't
-------(press)-----
but I must. Thanks
for saving us all!!"

GOOD! I LIKE THIS ONE.

<Nick> " Lets go."

<Nick>
"Enough chit-chat.
Let's wrap it up!
-----(press)-------
We're takin ya to
jail, Brickster."

GOOD! I LIKE THIS ONE.

The two police officers will lead the Brickster out of the police station. They will continue to lead the Brickster until they reach the jail. (The credits will begin to scroll as soon as the Brickster is lead out of the police station). When they reach the jail the player will notice that it is larger than before. Nick and Laura will then put the Brickster into his cell. The camera angle will change once they have done. It will change to show Nick and Laura walking toward the player with the Brickster in the distance between them, peering out from his cell. The screen will change again to show different locations around the Lego world with their inhabitants waving at the player. This will last until the credits have stopped. The screen will then change back to a close up of the Brickster in his cell. The words THE END will appear on the screen and the game will be over.

Script to be continued
Locations
below

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ROCK RAIDERS UNDERGROUND HEAD QUARTERS:

Characters: Here is a list of all the characters the player will find in the Rock Raiders HQ:
The list below shows the location of the character during non-event parts of the game.

name	Location
DJ Brickem	Club

Rock Raiders complex:

Club: This screen will consist of a dance floor and a raise area with a set of decks and a mixer on it. Behind the decks the player will find DJ Brickem. The player will have to talk with DJ Brickem who is in the club. He will ask the player if they wants to have a dance. If he say's yes then the below text will appear:-

"To perform different dance moves you will have to push in different directions on the D-pad. The A and B buttons will also perform a dance move when pressed. Try hitting the buttons randomly and see what happens."

<DJ>
"Mambo Polka Twist
& Shimmey CHA-CHA
-----(press)-------
Push D pad for
D moves. Push
-------(press)------
A & B for dancing
Go Cat Go! Dance"

TIM COODE, WHO INVENTED THE DJ DOESN'T LIKE THE WAY HE SPEAKS. IT IS GOOD TO EXPLAIN HOW TO DANCE THOUGH.
First, I think DJ Brickem should just be DJ as in LEGO Island. I think Tim had him down as a 'bleeding edge' hip mix Meister, Wes seemed to be coming from a more Retro local DJ angle. I think I should throw it back to both of you for best version competition!
Well, I never thought of writing scripts as a contact sport. I suppose localization might be an issue. Yeah I was Going for the kind of AM DJ but I'll leave this up to Tim. I just felt the rather dry and intensely boring one that Was in place to begin with needed a little freshening up.

<DJ>
"If you want tp
dance then
-----(press)-------
Push D pad for
D moves. Push
-------(press)------
A & B for dancing
and bust a move"

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The way this will work is when the player pushes a direction/button a different image of Pepper will appear. If the player repeated pushes buttons the different images will make it appear to the player that he is really dancing. This is meant to look comical.

Dance moves:

Push Up – This will make Pepper put his left arm on his hip and point his right arm in the air straight upward. He will remain standing.

Push Down – This will make Pepper put his left arm on his hips and point his right arm toward the floor. He will remain standing.
Push Left – This will make Pepper turn his head to the left (players left) and point in that direction with both his arms.

Push Right – This will make Pepper turn his head to the right (players right) and point in that direction with both his arms.

Push A – This will make Pepper spread his arms and legs out while standing in a sort of star jump position.

Push B – This will make Pepper do the splits.

There will be a delay on the input from the player so the dancing moves don't overlap and stay in time with the music.

CASTLE ISLAND:

(Note some of these characters may appear in more than one location during the game. The list below shows the location of the character during non-event parts of the game.)

Character:	**Location:**
Guard 1	North tower
Guard 2	South tower
Guard 3	East tower
Guard 4	West tower
LEGO figure	Dragon shrine
Chef	Kitchen
Blacksmith	Blacksmiths

Buildings/Locations:

North tower: The north tower will be viewed from the outside. It will appear in the corner of the screen. There will be a door on the side of the tower, in front of this door the player will see a guard. He will block the entrance to the tower. If the player talks to the guard he will say:

<Guard> " Sorry Pepper, this area is off limits to everyone by order of the king."

<Guard 1>
"Off limits by
order of the king
-----(press)-------
Sorry, Pepper. It's
My job."

GOOD! I LIKE THIS ONE.

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South tower: The south tower will be viewed from the outside. It will appear in the corner of the screen. There will be a door on the side of the tower, in front of this door the player will see a guard. He will block the entrance to the tower. If the player talks to the guard he will say:

<Guard> " Sorry Pepper, this area is off limits to everyone by order of the king."

<Guard 2>
"Entrance denied by
order of the king."

GOOD! I LIKE THIS ONE.

East tower: The east tower will be viewed from the outside. It will appear in the corner of the screen. There will be a door on the side of the tower, in front of this door the player will see a guard. He will block the entrance to the tower. If the player talks to the guard he will say:

<Guard> " Sorry Pepper, this area is off limits to everyone by order of the king."

<Guard 3>
"back off Stay away
Order of the King"

GOOD! I LIKE THIS ONE.

West tower: The west tower will be viewed from the outside. It will appear in the corner of the screen. There will be a door on the side of the tower, in front of this door the player will see a guard. He will block the entrance to the tower. If the player talks to the guard he will say:

<Guard> " Sorry Pepper, this area is off limits to everyone by order of the king."

<Guard 4>
"Sorry, Pepper this
area is off limits
-----(press)-------
By order of the King."

GOOD! I LIKE THIS ONE.

Dragon shrine: This screen will show the entrance to the Dragon shrine. This will look like an old statue of a dragon carved into a rock next to the back wall. There will be a fountain built either side of the statue. The rest of this screen will be made of stone, however it will look older than the other rooms in the castle with the inclusion of vines growing all over the stone. Next to the shrine you meet a man who say's:

<LEGO figure> " I have many visions sent to me by the mighty dragons. Once I saw you battling the evilest of bricks. Beware one man can sometime be three !"

<LEGO figure>
"Beware one who
can be three.
-----(press)-------
You will battle evil
This I see."

GOOD! I LIKE THIS ONE.

Blacksmiths: The player will meet the Blacksmith in this room. In this room the player will be able to see a large burning furnace next to an anvil. The blacksmith will be working behind the anvil with a hammer. Other graphics in

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the room will include an array of weapons the blacksmith has already made. The room will appear to be lit by candlelight and the light produced from the furnace. If the player talks to the blacksmith he will say:

<Blacksmith> " Hi, I'm the one who makes all the kings weapons. As you can imagine that keeps me mighty busy, now run along "

<Blacksmith>
"Strike while the
iron is hot, son
-----(press)-------
that means go.
I'm busy making."
-----(press)-------
weapons ."

GOOD! I LIKE THIS ONE.

Kitchen: The player will meet the Chef in the Kitchen. The graphics for the Kitchen will include a working area, comprising of a sink and hob, there will also be a cauldron in the centre of the screen. This room will be lit by candlelight. If the player talks to the chef he will say:

<Chef> " I'm too busy to talk boy, do you know how many people I have to feed in this castle."

<Chef>
"Hi Pepper, OH! You
just reminded me...
-----(press)-------
more pepper for
100 soups!"

GOOD! I LIKE THIS ONE.

This is my favourite section, I think it flows really well and is very funny. You can just picture the guards.